Projector Omni Lit Standard

Descripción

Files: ProjectorOmniLitStandard.shader

Path: "CGF/Shaders/Lit/VFX"

Shader menu: "CG Framework/Lit/VFX/Projector Omni Lit Standard"

Description

Unity shader CG Framework/Lit/VFX/Projector Omni Lit Standard.

Reference

- **Projector Omni** – Projector omni functionalities. See Common Features / Projector Omni.
- **Backface Culling** – Backface Culling.
- **Camera Distance Fading** – Camera Distance Fading properties. See Common Features / Camera Distance Fading.
- **Metallic** – Metallic properties. See Common Features / Metallic.
- **Reflection** – Reflection properties. See Common Features / Reflection.
- **Normal** – Normal properties. See Common Features / Normal.
- **Ambient Occlusion** – Ambient Occlusion properties. See Common Features / Ambient Occlusion .
- **Emission** – Manages emission settings. See Common Features / Emission.
- **UV Scroll** – UV Scroll properties. See Common Features / UV Scroll.
- **LOD Fade Mode** – LOD Fade Mode properties. See Common Features / LOD Fade Mode.
- **Stencil Options** – Stencil Options properties. See Common Features / Stencil Options.
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Blend Type** – Blend Type.
- **Src Blend Factor** – Src Blend Factor.
- **Dst Blend Factor** – Dst Blend Factor.
- **Blend Operation** – Blend Operation.

Use

Assign the shader from `CG Framework/Lit/VFX/Projector Omni Lit Standard` to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.